

# **PENGEMBANGAN MULTIMEDIA SUKUBI BERBASIS KEARIFAN LOKAL UNTUK MENSTIMULASI KEMAMPUAN TOLERANSI SISWA KELAS III SEKOLAH DASAR**

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## **ABSTRAK**

Penelitian ini bertujuan untuk menghasilkan Multimedia Sukubi (Suku Kita Unik Budaya Indonesia) berbasis kearifan lokal yang dirancang untuk menstimulasi kemampuan toleransi siswa kelas III Sekolah Dasar. Multimedia Sukubi (Suku Kita Unik Budaya Indonesia) adalah media pembelajaran yang menggabungkan unsur teks, gambar, dan suara dalam materi keragaman suku bangsa pada mata pelajaran Pendidikan Pancasila berbasis kearifan lokal yang mencakup ragam pakaian tradisional, rumah adat, alat musik tradisional, serta bahasa daerah. Penelitian ini memiliki tiga tujuan utama, yaitu mendeskripsikan rancang bangun, mengkaji tingkat kelayakan, serta menguji efektivitas multimedia Sukubi berbasis kearifan lokal dalam menstimulasi kemampuan toleransi siswa kelas III Sekolah Dasar. Penelitian ini merupakan jenis penelitian campuran dengan metode pengumpulan data berupa wawancara, observasi, serta angkat/kuisisioner. Model pengembangan yang digunakan dalam penelitian ini adalah model ADDIE yang meliputi lima tahapan, yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Hasil uji kelayakan menunjukkan bahwa penilaian ahli isi materi memperoleh persentase sebesar 96,15%, ahli desain instruksional sebesar 92,5%, ahli media pembelajaran sebesar 96,01%, uji coba perorangan sebesar 98,21%, serta uji coba kelompok kecil sebesar 97,86%. Seluruh hasil penilaian tersebut berada pada kualifikasi sangat layak. Uji efektivitas multimedia Sukubi berbasis kearifan lokal dilakukan menggunakan uji-t *sampel dependent*. Hasil analisis menunjukkan nilai thitung sebesar 29,46, sedangkan nilai ttabel pada taraf signifikansi 5% dengan derajat kebebasan  $(dk) = (n - 1) = (27 - 1) = 26$  adalah sebesar 1,706. Berdasarkan hasil tersebut, diketahui bahwa nilai thitung lebih besar daripada ttabel ( $29,461 > 1,706$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, dapat disimpulkan bahwa multimedia Sukubi berbasis kearifan lokal efektif dalam meningkatkan kemampuan toleransi siswa kelas III Sekolah Dasar di SD No.2 Kutuh.

**Kata kunci:** Pengembangan, Multimedia Sukubi, Kearifan Lokal, Kemampuan Toleransi, Pendidikan Pancasila.

# **DEVELOPMENT OF SUKUBI MULTIMEDIA BASED ON LOCAL WISDOM TO STIMULATE TOLERANCE ABILITIES OF GRADE III ELEMENTARY SCHOOL STUDENTS**

## **ABSTRACT**

*This study aimed to develop Sukubi Multimedia (Suku Kita Unik Budaya Indonesia) grounded in local wisdom to foster tolerance skills among third-grade elementary school students. Sukubi Multimedia is an instructional medium that integrates text, images, and audio in delivering content on ethnic diversity within the Pancasila Education subject. The materials are based on local wisdom and cover various aspects of Indonesian cultural diversity, including traditional clothing, traditional houses, traditional musical instruments, and regional languages. The study pursued three main objectives: (1) to describe the design and development process of the local wisdom-based Sukubi multimedia, (2) to determine its feasibility, and (3) to examine its effectiveness in stimulating students' tolerance skills. This research employed a mixed-methods approach, utilizing interviews, observations, and questionnaires as data collection techniques. The development procedure followed the ADDIE model, which consists of five stages: analysis, design, development, implementation, and evaluation. The feasibility assessment results showed that the material expert validation achieved 96.15%, the instructional design expert evaluation reached 92.5%, and the learning media expert evaluation obtained 96.01%. Furthermore, the individual trial yielded 98.21%, while the small group trial reached 97.86%. All results fell into the <very feasible= category. The effectiveness of the local wisdom-based Sukubi multimedia was tested using a dependent (paired-sample) t-test. The analysis revealed that the calculated t-value was 29.461, whereas the critical t-value at a 5% significance level with 26 degrees of freedom ( $df = 27 - 1$ ) was 1.706. Since the calculated t-value (29.461) exceeded the critical t-value (1.706), the null hypothesis ( $H_0$ ) was rejected and the alternative hypothesis ( $H_1$ ) was accepted. Thus, it can be concluded that the local wisdom-based Sukubi multimedia is effective in enhancing the tolerance skills of third-grade students at SD No. 2 Kutuh.*

**Keyword:** *Development, Sukubi Multimedia, Local Wisdom, Tolerance Skills, Pancasila Education.*